

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claim 1 (currently amended): A gaming device comprising:

a display device;

at least one input device;

at least one processor; and

at least one memory device which stores:

(a) data corresponding to a primary game operable for one or more plays based upon placement of a wager which corresponds to one of: (1a) a first wager level; and (2b) a second wager level which is greater than the first wager level;

(b) data corresponding to a plurality of different—game display interfaces available for a single one of the plays based upon the placed wager in the primary game and operable to be displayed by the display device to represent said primary game to the player, the game display interfaces including a first game display interface and a different, second game display interface, wherein each of the first and second interfaces includes a plurality of reels and a plurality of different symbols displayed on the reels, wherein the symbols in each of the first and second interfaces are associated with an identical winning condition in the primary game with respect to corresponding symbols in another one of the first and second interfaces, and wherein a plurality of the corresponding symbols in the first and second interfaces are visually different from one another, the first and second game display interfaces being associated with a same payout rate per wager unit; and

at least one input device;

~~at least one processor; and~~

~~at least one memory device which stores a~~

- (c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to:
  - (1a) receive an input associated with the placed wager;
  - (2b) determine whether the placed wager corresponds to one of the first wager level and the second wager level;
  - (3c) display the first game display interface if the placed wager corresponds to the first wager level;
  - (4d) display the second game display interface if the placed wager corresponds to the second wager level;
  - (5e) operate the single play of the game, the operation of the single play involving at least one spin of a plurality of the reels;
  - (6) implement the same payout rate per wager unit independent of whether the first or second game display interface is displayed;
  - (7f) determine an outcome of the single play;
  - (8g) indicate the determined outcome; and
  - (9h) provide any award associated with the outcome, the award being based on the wager.

Claim 2 (previously presented): The gaming device of claim 1, wherein the first game display interface is associated with a first payable and the second game display interface is associated with a second payable which is different from the first payable.

Claim 3 (previously presented): The gaming device of claim 1, wherein the primary game is a slot game involving a plurality of the reels.

Claim 4 (original): The gaming device of claim 1, wherein at least two of the interfaces include at least one visually identical symbol.

Claim 5 (original): The gaming device of claim 1, wherein each symbol in one of the interfaces has a corresponding symbol in another one of the interfaces.

Claim 6 (original): The gaming device of claim 5, wherein the corresponding symbols are provided in a same frequency in said two interfaces.

Claim 7 (original): The gaming device of claim 1, wherein each symbol in one of the interfaces has a corresponding symbol in each of the other interfaces.

Claim 8 (original): The gaming device of claim 7, wherein corresponding symbols are provided in a same frequency in each of the interfaces.

Claim 9 (original): The gaming device of claim 1, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different but related indicia.

Claim 10 (original): The gaming device of claim 1, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different and unrelated indicia.

Claim 11 (original): The gaming device of claim 1, wherein the each of the interfaces includes indicia consistent with a different game theme.

Claim 12 (original): The gaming device of claim 11, wherein each theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claims 13-23 (canceled).

Claim 24 (previously presented): The gaming device of claim 1, wherein at least two of the interfaces include: payouts with different volatilities, payouts with different eligibility requirements, and payouts with different triggering mechanisms.

Claims 25-36 (canceled).

Claim 37 (currently amended): A gaming device comprising:

a display device;

at least one input device;

at least one processor; and

at least one memory device which stores:

(a) data corresponding to a primary game operable for one or more plays based upon placement of a wager which corresponds to one of a plurality of different wager levels;

(b) data corresponding to a plurality of different game display interfaces available for a single one of the plays based upon the placed wager in the primary game and operable to be displayed by the display device to represent said primary game to the player, each one of the interfaces including a plurality of reels, a first one of the interfaces including a first plurality of symbols displayed on the reels, a second one of the interfaces including a second plurality of symbols displayed on the reels which are different from the first plurality of symbols, the first symbols in the first interface being associated with an identical winning condition in the primary game with respect to corresponding second symbols of the second interface, a plurality of the corresponding symbols of the first interface being visually different from the corresponding symbols of the second interface, the first and second game display interfaces being associated with a same payout rate per wager unit; and

at least one processor programmed to operate with the display device to:

(c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to:

(1a) receive an input associated with the placed wager;

(2b) determine an event that causes the display device to activate one of the first and second interfaces for the play of

- said primary game, the event being based on the wager level of the placed wager;
- (3e) operate the single play of the game, the operation of the single play involving at least one spin of a plurality of the reels;
- (4) implement the same payout rate per wager unit independent of whether the first or second game display interface is displayed;
- (5d) determine an outcome of the single play;
- (6e) indicate the determined outcome; and
- (7f) provide any award associated with the outcome, the award being based on the placed wager.

Claim 38 (previously presented): The gaming device of claim 37, wherein the first game display interface is associated with a first payable and the second game display interface is associated with a second payable which is different than the first payable.

Claim 39 (previously presented): The gaming device of claim 37, wherein the primary game is a slot game involving a plurality of the reels.

Claim 40 (original): The gaming device of claim 37, wherein at least two of the interfaces include at least one visually identical symbol.

Claim 41 (original): The gaming device of claim 37, wherein each symbol in one of the interfaces has a corresponding symbol in another one of the interfaces.

Claim 42 (original): The gaming device of claim 41, wherein the corresponding symbols are provided in a same frequency in said two interfaces.

Claim 43 (original): The gaming device of claim 37, wherein each symbol in one of the interfaces has a corresponding symbol in each of the other interfaces.

Claim 44 (original): The gaming device of claim 43, wherein corresponding symbols are provided in a same frequency in each of the interfaces.

Claim 45 (previously presented): The gaming device of claim 37, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different but related indicia.

Claim 46 (previously presented): The gaming device of claim 37, wherein a plurality of symbols of one of the interfaces correspond to symbols in another one of the interfaces, and wherein the corresponding symbols have different and unrelated indicia.

Claim 47 (currently amended): A gaming device comprising:

a display device;

at least one input device;

at least one processor; and

at least one memory device which stores:

(a) data corresponding to a primary game operable for one or more plays based upon a placement of a wager which corresponds to one of a plurality of different wager levels;

(b) data corresponding to a plurality of visually different interfaces available for a single one of the plays based upon the placed wager in the primary game, the interfaces displayable by the display device to represent the primary game to the player, each one of the interfaces including a plurality of reels, a first one of the interfaces including a first plurality of symbols, a second one of the interfaces including a second plurality of symbols which are different from the first plurality of symbols, the symbols in each one of the first and second interfaces being associated with an identical winning condition in the primary game, the first and second game display interfaces being associated with a same payout rate per wager unit;  
and

~~at least one processor programmed to operate with the display device to:~~

(c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to:

(1a) receive an input associated with the placed wager;

(2b) select either one of the first and second interfaces for the single play, the selection depending upon the wager level of the placed wager;



- (3e) operate the single play of the game, the operation of the single play involving at least one spin of a plurality of the reels;
- (4d) determine an outcome of the single play;
- (5e) indicate the determined outcome; and
- (6f) provide any award associated with the outcome, the award being based on the placed wager.

Claim 48 (currently amended): A gaming device comprising:

a display device;

at least one input device;

at least one processor; and

at least one memory device which stores:

(a) data corresponding to a primary game operable for one or more plays based upon a wager placed at one of a plurality of different wager levels;

(b) data corresponding to a plurality of different game display interfaces available for a single one of the plays based upon the placed wager in the primary game and operable to be displayed by the display device to represent the primary game to the player, each one of the interfaces including a plurality of reels, a first one of the interfaces including a first set of reel symbols, a second one of the interfaces including a second set of reel symbols, the first set corresponding to the second set, the first set being different from the second set, the reel symbols of the first and second sets being associated with an identical winning symbol combination in the primary game, the first and second game display interfaces being associated with a same payout rate per wager unit; and

at least one processor programmed to operate with the display device to:

(c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to:

- (1a) receive an input associated with the placed wager;
- (2b) select either one of the first and second interfaces for the single play, the selection depending upon the wager level;
- (3e) operate the single play of the game, the operation of the single play involving at least one spin of a plurality of the reels;

(4) implement the same payout rate per wager unit independent of whether the first or second game display interface is displayed;

(5d) determine an outcome of the single play;

(6e) indicate the determined outcome; and

(7f) provide any award associated with the outcome, the award being based on the placed wager.

Claim 49 (previously presented): The gaming device of claim 48, wherein the first game display interface is associated with a first payable and the second game display interface is associated with a second payable which is different than the first payable.

Claim 50 (previously presented): The gaming device of claim 48, wherein the primary game is a slot game involving a plurality of the reels.

Claim 51 (previously presented): The gaming device of claim 48, wherein each of the interfaces include at least one visually identical symbol.

Claim 52 (previously presented): The gaming device of claim 1, wherein the winning condition requires that a plurality of the symbols are displayed according to a designated spatial arrangement.

Claim 53 (previously presented): The gaming device of claim 52, wherein the winning condition requires that the designated spatial arrangement occur on the reels.

Claim 54 (previously presented): The gaming device of claim 52, wherein the designated spatial arrangement specifies a symbol combination which is satisfied by either one of: (a) a plurality of symbols of the first game display interface; and (b) a plurality of symbols of the second game display interface.

Claim 55 (currently amended): The gaming device of claim 1, wherein: ~~(a) the symbols of the first game display interface are associated with a payout rate; and (b) corresponding symbols of the second game display interface are associated with a different payout rate,~~ the same payout rate per wager unit rates corresponding to an ~~common~~ average expected value.

Claim 56 (previously presented): The gaming device of claim 1, wherein the first game display interface and the second game display interface are associated with a common theme.

Claim 57 (previously presented): The gaming device of claim 56, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 58 (previously presented): The gaming device of claim 1, wherein the first game display interface includes a first set of the symbols and the second game display interface includes a second set of the symbols, the second set of symbols including at least one symbol visually different from at least one symbol of the first set.

Claim 59 (previously presented): The gaming device of claim 1, wherein the first game display interface is displayed for a first play of the game and the second game display interface is displayed for a second play of the game.

Claim 60 (previously presented): The gaming device of claim 1, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and at least one instruction, which when executed by the at least one processor, causes the at least one processor to operate with the display device and the at least one input device to:

- (i) determine the triggering event;
- (ii) operate the bonus game; and
- (iii) provide a bonus award as a result of a bonus award condition being satisfied during the operation of the bonus game.

Claim 61 (previously presented): The gaming device of claim 37, wherein the winning condition requires that a plurality of the symbols are displayed according to a designated spatial arrangement.

Claim 62 (previously presented): The gaming device of claim 61, wherein the winning condition requires that the designated spatial arrangement occur on the reels.

Claim 63 (previously presented): The gaming device of claim 61, wherein the designated spatial arrangement specifies a symbol combination which is satisfied by either one of: (a) the first plurality of symbols of the first game display interface; and (b) the second plurality of symbols of the second game display interface.

Claim 64 (currently amended): The gaming device of claim 37, wherein ~~:(a) the symbols of the first game display interface are associated with a payout rate; and (b) corresponding symbols of the second game display interface are associated with a different payout rate,~~ the same payout rate per wager unit rates corresponding to ana common average expected value.

Claim 65 (previously presented): The gaming device of claim 37, wherein the first game display interface and the second game display interface are associated with a common theme.

Claim 66 (previously presented): The gaming device of claim 65, wherein the common theme is selected from the group consisting of: a movie theme, a television

show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 67 (previously presented): The gaming device of claim 37, wherein at least one of the symbols of the first game display interface is visually different from at least one of the symbols of the second game display interface.

Claim 68 (previously presented): The gaming device of claim 37, wherein the first game display interface is displayed for a first play of the game and the second game display interface is displayed for a second play of the game.

Claim 69 (previously presented): The gaming device of claim 37, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and said at least one processor is programmed to operate with the display device to:

- (i) determine the triggering event;
- (ii) operate the bonus game; and
- (iii) provide a bonus award as a result of a bonus award condition being satisfied during the operation of the bonus game.

Claim 70 (previously presented): The gaming device of claim 47, wherein the winning condition requires that a plurality of the symbols are displayed according to a designated spatial arrangement.

Claim 71 (previously presented): The gaming device of claim 70, wherein the winning condition requires that the designated spatial arrangement occur on the reels.

Claim 72 (previously presented): The gaming device of claim 70, wherein the designated spatial arrangement specifies a symbol combination which is satisfied by

either one of: (a) a plurality of symbols of the first game display interface; and (b) a plurality of symbols of the second game display interface.

Claim 73 (currently amended): The gaming device of claim 47, wherein: ~~(a) the symbols of the first game display interface are associated with a payout rate; and (b) corresponding symbols of the second game display interface are associated with a different payout rate,~~ the payout rates corresponding to a common average expected value.

Claim 74 (previously presented): The gaming device of claim 47, wherein the first game display interface and the second game display interface are associated with a common theme.

Claim 75 (previously presented): The gaming device of claim 74, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 76 (previously presented): The gaming device of claim 47, wherein a plurality of the symbols of the first game display interface are visually different from a plurality of the symbols of the second game display interface.

Claim 77 (previously presented): The gaming device of claim 47, wherein the first game display interface is displayed for a first play of the game and the second game display interface is displayed for a second play of the game.

Claim 78 (previously presented): The gaming device of claim 47, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and said at least one processor is programmed to operate with the display device to:

- (i) determine the triggering event;
- (ii) operate the bonus game; and
- (iii) provide a bonus award as a result of a bonus award condition being satisfied during the operation of the bonus game.

Claim 79 (previously presented): The gaming device of claim 48, wherein the winning condition requires that a plurality of the reel symbols are displayed according to a designated spatial arrangement.

Claim 80 (previously presented): The gaming device of claim 79, wherein the winning condition requires that the designated spatial arrangement occur on the reels.

Claim 81 (previously presented): The gaming device of claim 79, wherein the designated spatial arrangement specifies a reel symbol combination which is satisfied by either one of: (a) a plurality of reel symbols of the first set; and (b) a plurality of reel symbols of the second set.

Claim 82 (currently amended): The gaming device of claim 48, wherein ~~the reel symbols of the game display interface are associated with a payout rate; and (b) corresponding reel symbols of the second game display interface are associated with a different payout rate,~~ the payout rates corresponding to a common average expected value.

Claim 83 (previously presented): The gaming device of claim 48, wherein the first game display interface and the second game display interface are associated with a common theme.

Claim 84 (previously presented): The gaming device of claim 83, wherein the common theme is selected from the group consisting of: a movie theme, a television



show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 85 (previously presented): The gaming device of claim 48, wherein at least one of the reel symbols of the first game display interface is visually different from at least one of the reel symbols of the second game display interface.

Claim 86 (previously presented): The gaming device of claim 48, wherein the first game display interface is displayed for a first play of the game and the second game display interface is displayed for a second play of the game.

Claim 87 (previously presented): The gaming device of claim 48, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and said at least one processor is programmed to operate with the display device to:

- (i) determine the triggering event;
- (ii) operate the bonus game; and
- (iii) provide a bonus award as a result of a bonus award condition being satisfied during the operation of the bonus game.

Claim 88 (currently amended): A gaming system comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores:

(a) data representing:

(i) a game operable upon a wager;

(ii) a first wager level;

(iii) a second wager level which is greater than the first wager level;

(iv) a plurality of reels;

(v) a plurality of reel symbols including:

(1x) a first set of reel symbols displayable on the reels;  
and

(2y) a second set of reel symbols displayable on the reels,  
the second set of reel symbols being different from  
the first set of reel symbols;

(vi) a same payout rate per wager unit associated with each of  
the first and second sets of reel symbols;

(vii) a winning condition which specifies at least one symbol  
arrangement, the winning condition being satisfied as a  
result of either one of:

(1x) a plurality of the reel symbols of the first set appearing  
on the reels according to the at least one symbol  
arrangement; and

(2y) a plurality of the reel symbols of the second set  
appearing on the reels according to the at least one  
symbol arrangement;

(b) a plurality of instructions, which when executed by the at least one

processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

- (i) receive an input associated with a wager for a play of the game;
- (ii) determine whether the wager corresponds to one of the first wager level and the second wager level;
- (iii) if the placed wager corresponds to the first wager level:
  - (1x) generate the first set of symbols on the reels;
  - (2y) determine a first outcome; and
  - (3z) indicate whether the first outcome satisfies the winning condition;
- (iv) if the placed wager corresponds to the second wager level:
  - (1x) generate the second set of symbols on the reels;
  - (2y) determine a second outcome;
  - (3z) indicate whether the second outcome satisfies the winning condition;
- (v) implement the same payout rate per wager unit independent of whether the first or second set of symbols is generated;  
and
- (vi) provide any award associated with one of the first determined outcome and the second determined outcome, the award being based on the wager for the play of the game.

Claim 89 (currently amended): The gaming system of claim 88, wherein: ~~(a) the reel symbols of the first set are associated with a payout rate; and (b) corresponding reel symbols of the second set are associated with a different payout rate;~~ the payout rates corresponding to ana common average expected value.

Claim 90 (previously presented): The gaming system of claim 88, wherein the first set of reel symbols and the second set of reel symbols are associated with a common theme.

Claim 91 (previously presented): The gaming device of claim 90, wherein the common theme is selected from the group consisting of: a movie theme, a television show theme, a music theme, a famous person/group theme, a sports theme, a famous historical event theme and any combination thereof.

Claim 92 (previously presented): The gaming system of claim 88, wherein the first set of reel symbols is displayed for a first play of the game and the second set of reel symbols is displayed for a second play of the game.

Claim 93 (previously presented): The gaming system of claim 88, which includes a triggering event associated with the game, a bonus game operable after the triggering event occurs in the game, and at least one instruction, which when executed by the at least one processor, causes the at least one processor to operate with the display device and the at least one input device to:

- (i) determine the triggering event;
- (iii) operate the bonus game; and
- (iii) provide a bonus award as a result of a bonus award condition being satisfied during the operation of the bonus game.

Claim 94 (new): The gaming device of claim 1, wherein the memory device stores: (a) data corresponding to a different payout rate per wager unit; (b) data corresponding to a third game display interface which is different from the first and second game display interfaces; and (c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to: (i) display the third game display interface if the placed wager corresponds to a third wager level which is different from

the first and second wager levels; and (ii) implement the third payout rate per unit wager in response to said placed wager.

Claim 95 (new): The gaming device of claim 37, wherein the memory device stores: (a) data corresponding to a different payout rate per wager unit; (b) data corresponding to a third game display interface which is different from the first and second game display interfaces; and (c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to: (i) display the third game display interface if the placed wager corresponds to an additional wager level other than the plurality of different wager levels; and (ii) implement the third payout rate per unit wager in response to said placed wager.

Claim 96 (new): The gaming device of claim 47, wherein the memory device stores: (a) data corresponding to a different payout rate per wager unit; (b) data corresponding to a third game display interface which is different from the first and second game display interfaces; and (c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to: (i) display the third game display interface if the placed wager corresponds to an additional wager level other than the plurality of wager levels; and (ii) implement the third payout rate per unit wager in response to said placed wager.

Claim 97 (new): The gaming device of claim 48, wherein the memory device stores: (a) data corresponding to a different payout rate per wager unit; (b) data corresponding to a third game display interface which is different from the first and second game display interfaces; and (c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to: (i) display the third game display interface if the placed wager corresponds to an additional wager level other than the

plurality of wager levels; and (ii) implement the third payout rate per unit wager in response to said placed wager.

Claim 98 (new): The gaming system of claim 88, wherein the memory device stores: (a) data corresponding to a different payout rate per wager unit; (b) data corresponding to a third set of reel symbols which is different from the first and second sets of reel symbols; and (c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device to: (i) display the third game display interface if the placed wager corresponds to a third wager level which is different from the first and second wager levels; and (ii) implement the third payout rate per unit wager in response to said placed wager.